Amendments to the Claims:

1-41.   (Canceled).

42.   (Currently Amended) A method for ~~a map developer and a game developer to provide a computer game, the map developer distinct from the game developer~~ facilitating game development, the method comprising:

   producing, by [[the]] a map developer, a source geographic database containing data representing a real-world locale;

   transforming, by the map developer, ~~at least some data from the source geographic database to form a template geographic database~~ the data representing the real-world locale into data representing an imaginary geographic locale to form[[,]] ~~wherein the~~ a template geographic database ~~contains data representing an imaginary geographic locale~~;

   storing, by the map developer, the template geographic database on a first computer-readable medium;

   providing, by the map developer to [[the]] a game developer, the first computer-readable medium containing the template geographic database;

   incorporating, by the game developer, at least some data from the template geographic database along with other computer-game components to form a computer game;

   storing the computer game on a second computer-readable medium; and

   providing the second computer-readable medium containing the computer game to an end user.

43.   (Currently Amended) The method of claim 42 wherein the source geographic database ~~and the template geographic database each~~ comprises attributes suitable for providing navigation-related functions for a real-world road network.

44.   (Previously Presented) The method of claim 43 wherein the template geographic database provides a level of accuracy similar to a level of accuracy provided by the source geographic database for navigation-related functions.

45.   (Previously Presented) The method of claim 43 wherein the template geographic database provides a level of detail similar to a level of detail provided by the source geographic database for navigation-related functions.

46.   (Previously Presented) The method of claim 42 wherein transforming comprises:

        selecting a characteristic geographic parameter of the source geographic database; and

        using the selected characteristic geographic parameter and at least some data from the source geographic database when forming the template geographic database;

        wherein the template geographic database has a characteristic geographic parameter similar to the characteristic geographic parameter of the source geographic database.

47.   (Previously Presented) The method of claim 46 wherein the selected characteristic geographic parameter is selected from the set consisting of: road density, road shape, road width, expressway density, roadway orientation, road alignment, altitude changes, points of interest, buildings, and signs.

48.   (Previously Presented) The method of claim 46 wherein the selected characteristic geographic parameter comprises geographic features selected from the set consisting of: lakes, rivers, and mountains.

49.   (Previously Presented) The method of claim 46 wherein the selected characteristic geographic parameter comprises open spaces selected from the set consisting of: parks and golf courses.

50.   (Previously Presented) The method of claim 42 wherein transforming
        comprises applying an operation selected from the set consisting of: selecting
        less than all of the data in the source geographic database, altering a location
        of a road segment, moving locations of roads by varying distances, switching
        a relative vertical ordering of roads that cross one another at different
        elevations, forming mirror images of roads located in an area, and performing
        horizontal or rotational transformations of locations of roads.

51.   (Previously Presented) The method of claim 42 wherein the first computer-
        readable medium is selected from the set consisting of: a magnetic disk, an
        optical disk, RAM, ROM, and a network transmission.

52.   (Previously Presented) The method of claim 42 wherein providing the first
        computer-readable medium containing the template geographic database
        comprises applying a technique selected from the set consisting of: selling the
        first computer-readable medium and leasing the first computer-readable
        medium.

53.   (Previously Presented) The method of claim 42 wherein the other computer-
        game components include at least one of the set consisting of: characters,
        game logic, vehicles, game rules, and programs for rendering and graphics.

54.   (Previously Presented) The method of claim 42 further comprising:
                combining, by the map developer, data in the template geographic
        database with road-model data to provide a realistic visual appearance of
        roads in the imaginary geographic locale, wherein the road-model data
        comprise an element selected from the set consisting of: road pavement
        colors, lane stripe markings, curbs, sidewalks, signs, lampposts, lane dividers,
        traffic signals, speed bumps, and crosswalks.

55.   (Previously Presented) The method of claim 42 further comprising:
             combining, by the map developer, data in the template geographic
database with 3D model data to provide a realistic visual representation of
polygon-shaped features in the imaginary geographic locale.

56.   (Previously Presented) The method of claim 42 further comprising:
             combining, by the map developer, data in the template geographic
database with 3D model data to provide a realistic visual representation of
cityscape and landscape features in the imaginary geographic locale.

57.   (Previously Presented) The method of claim 42 further comprising:
             combining, by the map developer, data in the template geographic
database with 3D model data to provide a realistic visual representation of an
element selected from the set consisting of: buildings, fences, trees,
shrubbery, lawns, fences, and clouds.

58.   (Previously Presented) The method of claim 42 further comprising:
             insuring, by the map developer, data integrity in the template
geographic database, wherein insuring data integrity comprises checking road
connectivity.

59.   (Currently Amended) A computer-readable medium containing computer-executable instructions for performing a method for ~~a map developer and a game developer to provide a computer game, the map developer distinct from the game developer~~ facilitating game development, the method comprising:

producing, by [[the]] a map developer, a source geographic database containing data representing a real-world locale including a road network, wherein the data representing the real-world locale include attributes suitable for providing navigation-related functions for the road network;

transforming, by the map developer, at least some data from the source geographic database to form a template geographic database, wherein the template geographic database contains data representing an imaginary geographic locale; and

storing, by the map developer, the template geographic database on a [[first]] computer-readable medium[[;]], wherein the template geographic database is used for generating a computer game.

~~providing, by the map developer to the game developer, the first computer-readable medium containing the template geographic database;~~

~~incorporating, by the game developer, at least some data from the template geographic database along with other computer-game components to form a computer game;~~

~~storing the computer game on a second computer-readable medium; and~~

~~providing the second computer-readable medium containing the computer game to an end user~~[[.]]

60.   (New) A method for facilitating game development, the method comprising:

producing, by a map developer, a source geographic database containing data representing a real-world locale;

transforming, by the map developer, the data representing the real-world locale into data representing an imaginary geographic locale to form a template geographic database; and

storing, by the map developer, the template geographic database on a computer-readable medium, wherein the template geographic database is used for generating a computer game.

61.   (New) The method of claim 60 wherein the map developer is separate from a game developer that generates the computer game.

62.   (New) The method of claim 60 wherein the imaginary geographic locale does not represent the real-world locale but includes a characteristic similar to the real-world locale.

63.   (New) The method of claim 62 wherein the similar characteristic comprises a characteristic from the set consisting of: road density, road shape, road width, expressway density, roadway orientation, road alignment, altitude changes, points of interest, buildings, and signs.

64.   (New) The method of claim 60 wherein the source geographic database comprises attributes suitable for providing navigation-related functions for a real-world road network.

65.   (New) The method of claim 60 wherein transforming comprises applying an operation selected from the set consisting of: altering a location of a road segment, moving locations of roads by varying distances, switching a relative vertical ordering of roads that cross one another at different elevations, forming mirror images of roads located in an area, and performing horizontal or rotational transformations of locations of roads.

66.   (New) The method of claim 60 further comprising:

combining, by the map developer, data in the template geographic database with road-model data to provide a realistic visual appearance of roads in the imaginary geographic locale, wherein the road-model data comprise an element selected from the set consisting of: road pavement colors, lane stripe markings, curbs, sidewalks, signs, lampposts, lane dividers, traffic signals, speed bumps, and crosswalks.

67.   (New) The method of claim 42 further comprising:

insuring, by the map developer, data integrity in the template geographic database, wherein insuring data integrity comprises checking road connectivity.

68.   (New) A method for facilitating game development, the method comprising:

producing, by a map developer, a source geographic database containing data representing a real-world locale including a road network, wherein the data representing the real-world locale includes attributes suitable for providing navigation-related functions for the road network;

transforming, by the map developer, at least some data from the source geographic database to form a template geographic database, wherein the template geographic database contains data representing an imaginary geographic locale; and

storing, by the map developer, the template geographic database on a computer-readable medium, wherein the template geographic database is used for generating a computer game.

69.   (New) The method of claim 68 wherein the map developer is separate from a game developer that generates the computer game.

70.   (New) The method of claim 68 wherein the imaginary geographic locale does not represent the real-world locale but includes a characteristic similar to the real-world locale.

71.   (New) The method of claim 70 wherein the similar characteristic comprises a characteristic from the set consisting of: road density, road shape, road width, expressway density, roadway orientation, road alignment, altitude changes, points of interest, buildings, and signs.

72.   (New) The method of claim 68 wherein transforming comprises modifying a substantial portion of data representing road segments of the road network.

73.   (New) The method of claim 72 wherein modifying comprises an operation selected from the set consisting of: altering a location of a road segment, moving locations of roads by varying distances, switching a relative vertical ordering of roads that cross one another at different elevations, forming mirror images of roads located in an area, and performing horizontal or rotational transformations of locations of roads.

74.   (New) The method of claim 68 further comprising:
            combining, by the map developer, data in the template geographic database with road-model data to provide a realistic visual appearance of roads in the imaginary geographic locale, wherein the road-model data comprise an element selected from the set consisting of: road pavement colors, lane stripe markings, curbs, sidewalks, signs, lampposts, lane dividers, traffic signals, speed bumps, and crosswalks.

75.   (New) The method of claim 68 further comprising:
            insuring, by the map developer, data integrity in the template geographic database, wherein insuring data integrity comprises checking road connectivity.